

```

12  If  (a > 0)
    {
14      a = a + 1;
16      b = 3;
18      c = c - 4;
    }
else
    {
20      a = a + 5;
22      b = b << 2;
24      c = c >> 3;
    }

```

Fig. 1 Prior art

```

32     CMPGT R0, 0;
34     JUMP.NC false;
36     ADD R1, R1, 0x1 || MVI R2, 0x3;
38     SUB R3, R3, 0x4;
40     JUMP exit;
42 false:
44     ADD R1, R1, 0x5 || LSL R2, 0x2;
46     LSR R3, 0x3;
48 exit:

```

Fig. 2 Prior art

```
60  CMPGT R0, 0;  
62  CEX.C.C.NC.NC || ADD R1, R1, 0x1 ||  
    MVI R2, 0x3 || ADD R1, R1, 0x5 || LSL R2, 0x2;  
64  CEX.C.NC || SUB R3, R3, 0x4 || LSR R3, 0x3;
```

Fig. 3

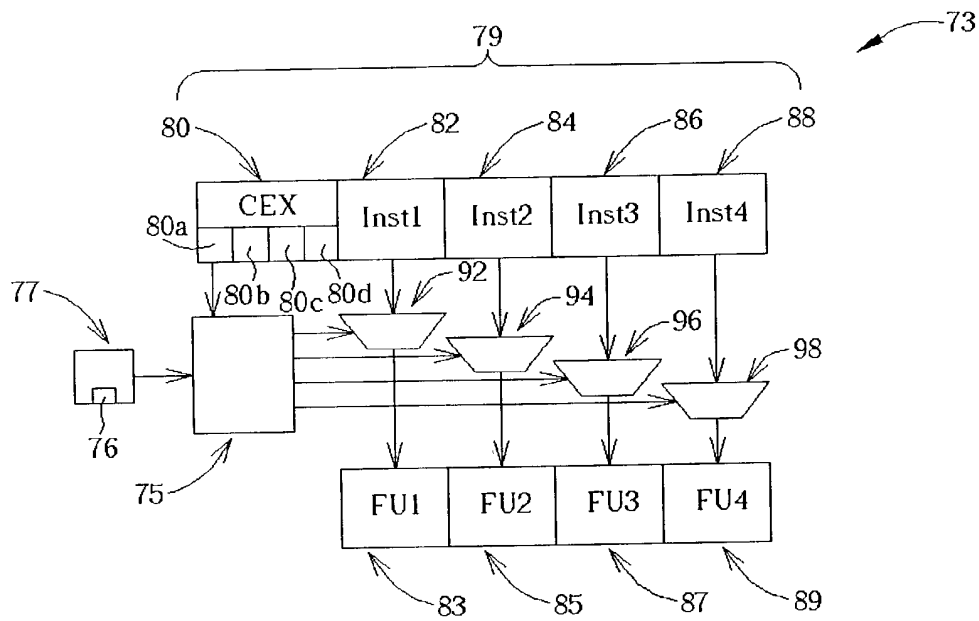


Fig. 4